

1 CLAIMS

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- 3 1. A method for hosting on-line gaming comprising the steps of: providing a
- 4 computer-based game that a multiplicity of users can access via an Internet
- 5 website displayed a multiplicity of respective remote computers.
- 6 2. A method of doing business using on-line knowledge and skill-based gaming
- 7 wherein a multiplicity of users play simultaneously and where revenue is
- 8 generated based on the number of players who visit the website where the game is
- 9 hosted and played.
- 10 3. The method according to claim 2, wherein the revenue is based on advertising.
- 11 4. The method according to claim 2, wherein the revenue is based on sponsorship.
- 12 5. The method according to claim 2, wherein the revenue is based on pay-for-play
- 13 by each of the multiplicity of users.
- 14 6. The method according to claim 2, wherein the computer-based game includes the
- 15 steps of
- 16 a) providing a gaming system that includes a front end for user interface,
- 17 a database, and a game;
- 18 b) each user logging onto the game from at least one remote computer;
- 19 c) verifying by a database each user's userid and password;
- 20 d) beginning a game session by selecting a game category;
- 21 e) providing prompts to the users for the users to answer;
- 22 f) scoring the responses provided by the users;
- 23 g) rewarding the winner of the game session after the end of the game
- 24 session, wherein the winner is the user with the most correct responses.

- 1 7. The method of generating revenue according to claim 1, wherein the game uses .  
2 trivia-based games.
- 3 8. The method of generating revenue according to claim 5, wherein the trivia-based  
4 games are music-related.
- 5 9. The method of generating revenue according to claim 5, wherein the trivia-based  
6 games are sports-related.
- 7 10. The method of generating revenue according to claim 2, wherein the revenue is  
8 generated by fee-based online advertising.
- 9 11. A system for computer-based gaming, comprising an internet-based computer  
10 game, hosted on a remote database and accessed via the Internet, which supplies  
11 the format to provide a multiplicity of skill- and knowledge-based games types  
12 playable by at least one remote user.
- 13 12. The system according to claim 11, wherein the internet-based computer game can  
14 be played simultaneously by at least two remote users.
- 15 13. The system according to claim 11, wherein the internet-based computer game can  
16 be played in a coordinated fashion by at least two remote users.
- 17 14. The system according to claim 11, wherein the internet-based computer game has  
18 a front end for the user interface and a back end for game operation.
- 19 15. The system according to claim 14, wherein the user interface provides interaction  
20 with the at least one remote user.
- 21 16. The system according to claim 15, wherein the interaction is composed of inputs  
22 by the at least one remote user and outputs by the system.

- 1 17. The system according to claim 15, wherein the interaction is composed of  
2 prompts by the system to the at least one remote user, inputs by the at least one  
3 remote user, and outputs by the system.
- 4 18. The system according to claim 14, wherein the user interface is provided via  
5 website access.
- 6 19. The system according to claim 14, wherein the user interface is provided via an  
7 ASP model.
- 8 20. The system according to claim 14, wherein the user interface is linked to at least  
9 one other website.
- 10 21. The system according to claim 14, wherein the user interface has visual  
11 components.
- 12 22. The system according to claim 14, wherein the user interface has audio  
13 components.
- 14 23. The system according to claim 14, wherein the user interface has audio and visual  
15 components.
- 16 24. The system according to claim 14, wherein the back end provides game rules.
- 17 25. The system according to claim 14, wherein the back end provides game scoring.
- 18 26. The system according to claim 14, wherein the back end provides game user  
19 history.
- 20 27. The system according to claim 14, wherein the back end provides different  
21 prompts.
- 22 28. The system according to claim 11, wherein the database provides accurate  
23 questions with answers.

- 1 29. The system according to claim 11, wherein the database provides a broad  
2 selection of trivia.
- 3 30. The system according to claim 29, wherein the broad selection of trivia includes a  
4 broad selection of categories.
- 5 31. The system according to claim 29, wherein the broad selection of trivia includes a  
6 broad selection of questions with answers.
- 7 32. The system according to claim 29, wherein the broad selection is so broad as to  
8 prevent repetition of questions.
- 9 33. The system according to claim 11, wherein the database is augmented continually.
- 10 34. The system according to claim 11, wherein the database provides text  
11 corresponding to a given game.
- 12 35. The system according to claim 11 wherein the database provides sound bytes.
- 13 36. The system according to claim 11, wherein the database provides visual clips.
- 14 37. The system according to claim 11, wherein the gametype is trivia-based.
- 15 38. The system according to claim 37, wherein the trivia-based gametype is genre-  
16 specific.